



# Multiviewer Editor

## User Interface

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## INTRODUCTION

This document describes the user interface of the multiviewer editor. The multiviewer editor runs anywhere in the management network, and can connect to the mosaic servers in order to configure them.

The xml file in the editor is the central storage, and is the leading document for the mosaic network configuration.

## INSTALLATION

### INSTALLATION PROCEDURE

The MOSAIC editor is part of the MOSAIC installation. The MOSAIC editor can also be installed separately on a remote system.

### UPGRADE PROCEDURE

When the MOSAIC software is upgraded, and you want to keep existing configuration, we recommend to save the editor XML file(s) to a save location. Use "File -> Export -> Export to xml" to store a backup to a save location. Or just copy the use xml file to a save location.

During a software upgrade you need to uninstall previous version first.

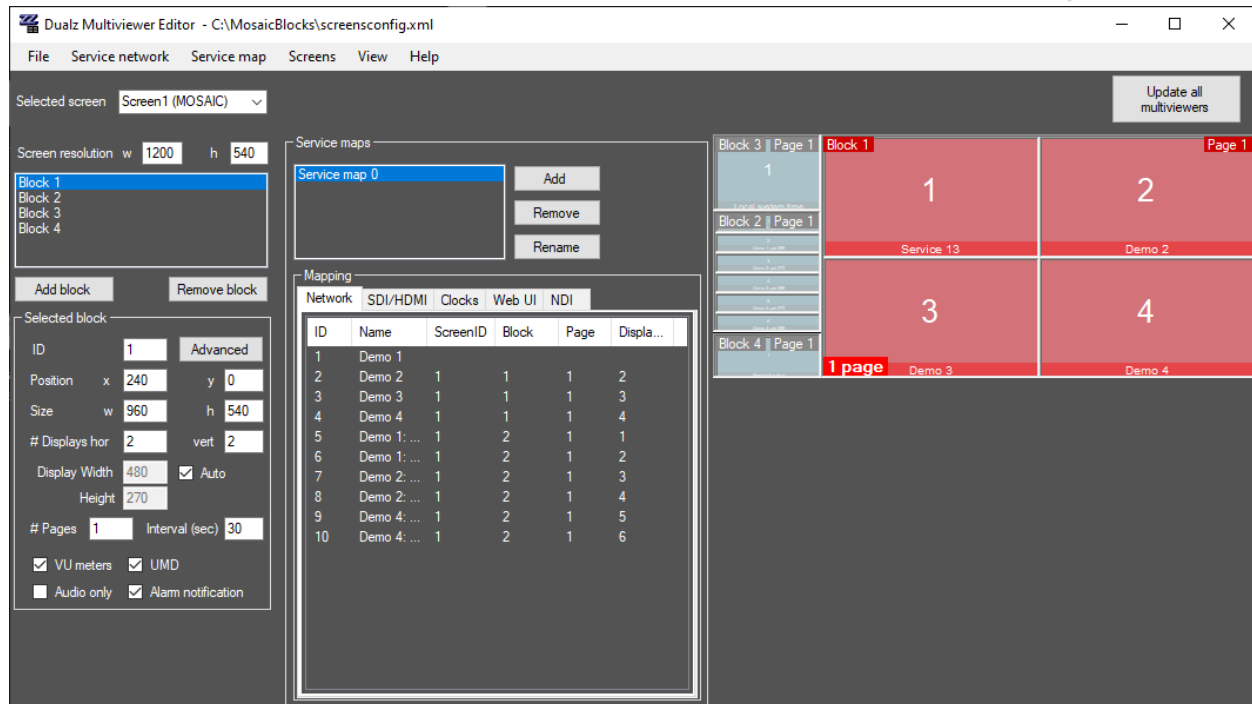
**IMPORTANT NOTE:** Update from a version lower than 3.0 to a 3.x version:

No automatic upgrade is possible from pre 3.0 version to post 3.0 version!!

If you want to preserve your configuration or editor layout, please contact support department.

## USER INTERFACE

The user interface of the Multiviewer (network) Editor is shown below.



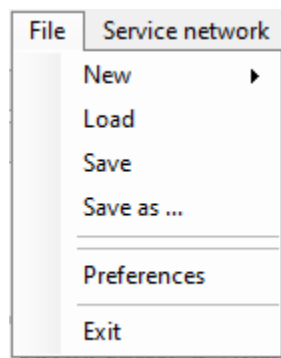
It contains 5 parts, being:

- Application menu
- Screens overview
- Blocks overview
- Service maps
- Mosaic layout view

## APPLICATION MENU

### FILE

The file menu is shown below.



**New:** Create a new setup based on a template (empty, 2x2 or advanced demo).

**Load:** Load an existing configuration from disk.

**Save:** Saves the current configuration to disk.

**Save as:** Saves the current configuration to a specific file on disk.

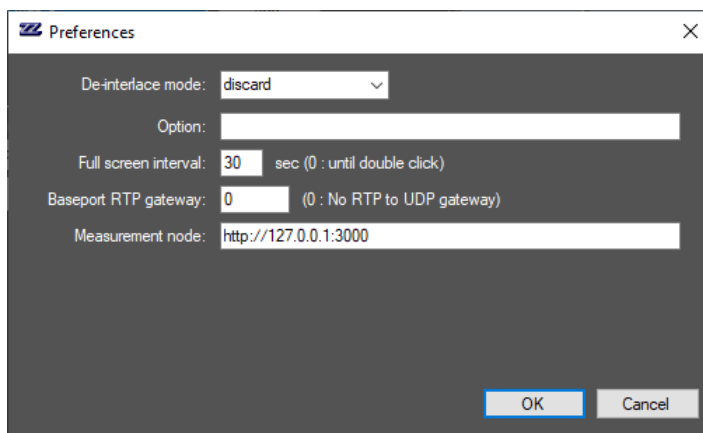
**Preferences:** Preferences menu.

**Exit:** Exits the editor application

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## PREFERENCES

The Preferences form is shown below.



**De-interlace mode:** Specifies the de-interlace mode for video displays

**Option:** You can add specific options here. This is to be used by support engineers.

**Full screen interval:** When a tile is shown in full screen (via double click or popup menu), this value determines the interval before going back to mosaic mode. If 0, the full screen mode stays active until double click.

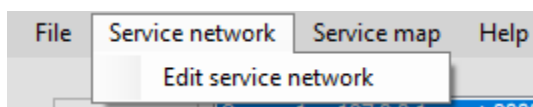
**Base port RTP gateway:** In case a number larger than zero is given, the RTP streams are transferred to UDP before fed to the MOSAIC. The UDP ports are increased per RTP stream.

**Measurement node:** URL of the measurement node. All alarms are reported to this web server.

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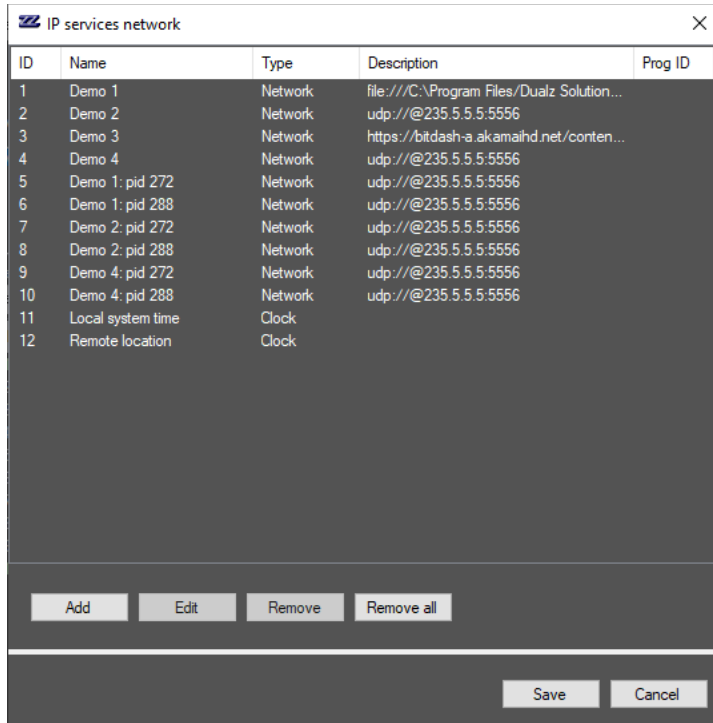
## SERVICE NETWORK

The service network menu is shown below.



**Edit service network:** Edit form to fill in service characteristics.

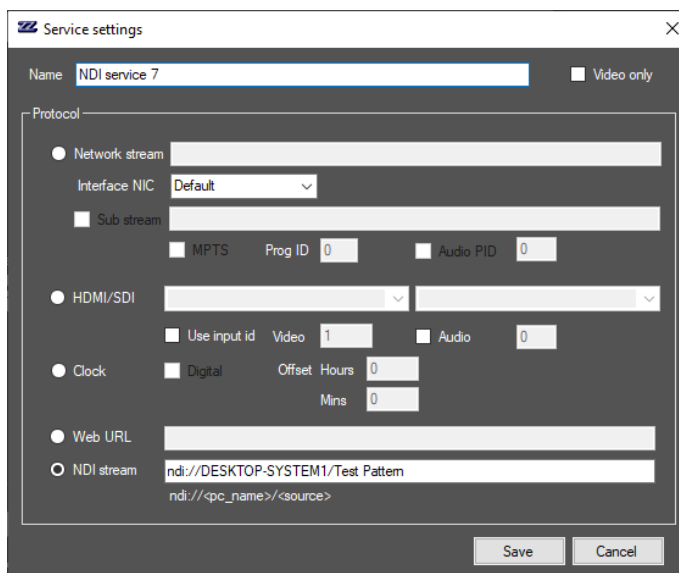
The following form is shown.



ID	Name	Type	Description	Prog ID
1	Demo 1	Network	file:///C:\Program Files/Dualz Solution...	
2	Demo 2	Network	udp://@235.5.5.5:5556	
3	Demo 3	Network	https://bitdash-a.akamaihd.net/conten...	
4	Demo 4	Network	udp://@235.5.5.5:5556	
5	Demo 1: pid 272	Network	udp://@235.5.5.5:5556	
6	Demo 1: pid 288	Network	udp://@235.5.5.5:5556	
7	Demo 2: pid 272	Network	udp://@235.5.5.5:5556	
8	Demo 2: pid 288	Network	udp://@235.5.5.5:5556	
9	Demo 4: pid 272	Network	udp://@235.5.5.5:5556	
10	Demo 4: pid 288	Network	udp://@235.5.5.5:5556	
11	Local system time	Clock		
12	Remote location	Clock		

Buttons: Add, Edit, Remove, Remove all, Save, Cancel

The edit form is shown below:



Name:   Video only

Protocol:

- Network stream
  - Interface NIC:
  - Sub stream
  - MPTS Prog ID:   Audio PID:
- HDMI/SDI
  - Use input id Video:  Audio:
- Clock
  - Digital Offset Hours:  Mins:
- Web URL:
- NDI stream
  - 
  -

Buttons: Save, Cancel

**Network stream:** URL for stream source. Enter your stream URL (http, udp, rtsp, rtp, DASH, HLS, ...).

Examples:

- `udp://@235.5.5.5:5555`
- `http://dualz.video:1935/vod/mp4:sample.mp4/playlist.m3u8`
- `rtsp://dualz.video:1930/vod/sample.mp4`
- <file:///C:/Teststreams/test.ts>

**Interface NIC:** In case of UDP or RTP multicast input, this field defines the local network interface card, where to find the input feed. The multicast join will be done over this NIC.

**Sub stream:** Enable sub stream, for retrieving lower quality stream in case of small tiles (smaller than 720 width). This setting lowers network traffic and improves multiviewer performance (a lot).

**Video only:** If a source video only contains video (no audio), select “Video only” in order not to show VU meters, and not to check on audio loss.

**MPTS:** Specifies whether the source is a Multi Program Transport stream, if so you can add the service id of the program to be decoded.

**Audio PID:** If the source contains multiple audio PIDs you can specify the audio component here.

**HDMI / SDI:** Select this item in order to read an HDMI or SDI input. You can either select the video and audio components, or use the index of the video/audio sources.

*NOTE: Selecting video/audio from the presented list only works if the editor runs on the same system as the multiviewer screen.*

**Video:** For HDMI/SDI input, you can specify the identifier of the video input, starting from 1 to the number of HDMI/SDI inputs.

**Audio:** For HDMI/SDI input, you can specify the identifier of the audio input, starting from 1 to the number of HDMI/SDI inputs.

**Clock:** Add an analogue or digital world clock to the multiviewer layout. You can specify the time zone by specifying an offset.

**Web URL:** URL to open a web client view

**NDI stream:** NDI source, shall be in the format:

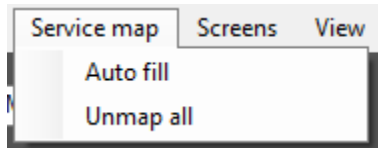
`ndi://<pc_name>/<source>`

**NOTE:** For NDI support you'll need the NDI runtime installed on the system where the screen application is running. Contact Dualz or your local distributor for help.

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## SERVICE MAP

The Service map menu is shown below.



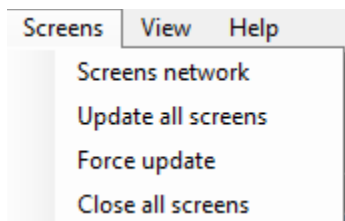
**Auto fill:** All services in the list are automatically mapped to a display

**Unmap all:** Unmaps all services in current service map.

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## SCREENS

The Screens menu is shown below.



**Screens network:** Define all you screens in your network

**Update all screens:** This function updates all screens, in case of any changes in the configuration. This function is the same as the “Update all multiviewers” button in the Multiviewer Editor screen.

**Force update:** Even when no changes are made in the configuration, all multiviewers perform an update (restart of the screens).

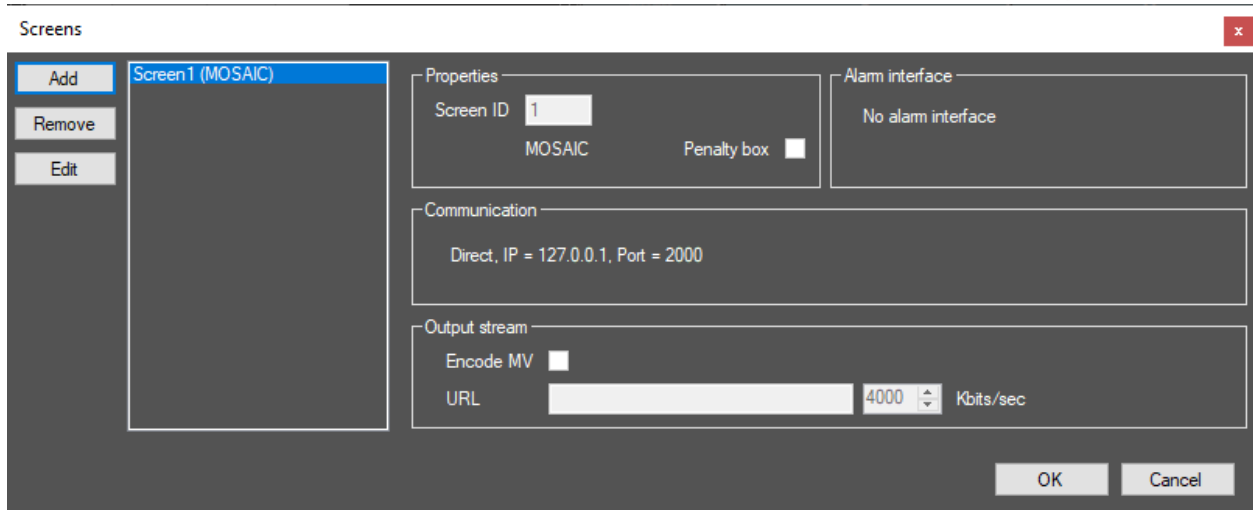
**Close all screens:** Remotely closes all connected screens.

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## SCREENS NETWORK

When “Screens; network” is selected the following UI is shown.





**Add:** Add a screen.

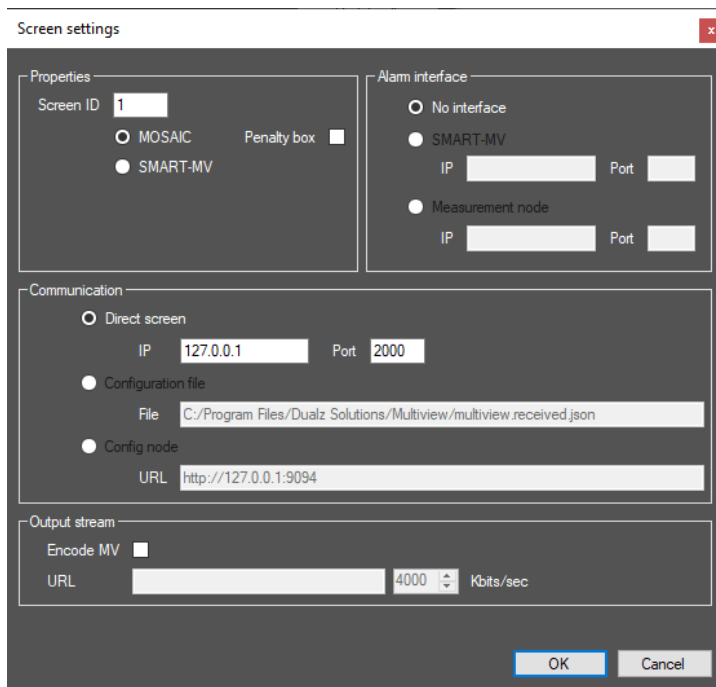
**Remove:** Remove a screen

**Edit a screen:** Configure the screen settings of the selected screen.

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## ADD/EDIT SCREEN

When Add or Edit screen is selected the following UI is shown.




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## PROPERTIES

**Screen ID:** Unique identification of a screen.

**MOSAIC / SMART:** Defines the type of screen, MOSAIC or SMART MV.

**Penalty Box:** Specifies whether the selected screen is the Penalty Box.  
Only one screen can serve as penalty box.

## ALARM INTERFACE

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Defines where to get the alarm information from to show in the tiles. If “No interface” is selected, audio/video loss shall be the only alarms to be shown.

## COMMUNICATION

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Defines how to communicate with the screens, this can be done via

- Direct screen : network socket connection
- Configuration file: In case of SMART-MV, this screens supports a filebased interface
- Config node: In case a config node is active, the screens setup can be pushed to the config node.

## OUTPUT STREAM

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**Enable MV:** Enabled the Multiview output stream

**Output stream:** URL for MOSAIC output stream (udp:// or rtsp://). Enter the required encoding bitrate.  
Recommended: use UDP, like:

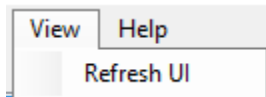
udp://235.5.5.5:2080

In order to test the stream, you can define a channel on input udp://@235.5.5.5:2080, and see if the stream is shown in the MOSAIC itself.

## VIEW

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The View menu is shown below.

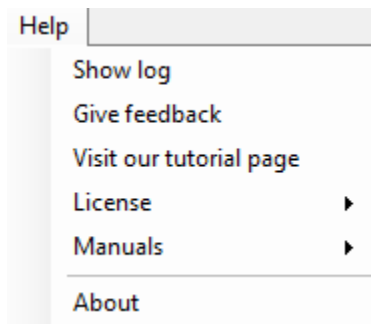


**Refresh UI:** Refresh of the Multiviewer Editor UI.

## HELP

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The Help menu is shown below.



**Show log:** Go to the application log folder via file explorer.

**Give feedback:** Visit our online feedback form. We appreciate user feedback in order to improve our products.

**Visit our tutorial page:** Visit the online video tutorial page in order to learn more about the MOSAIC product.

**License:** License info. Note: only shows info for screens running on this system.

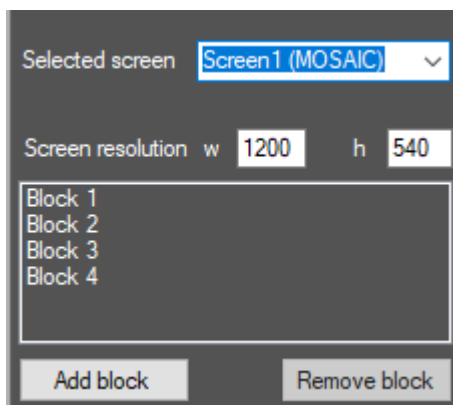
**Manuals:** Visit our online manuals. Note that these will be updated along with the new MOSAIC versions.

**About:** Application information.

## BLOCKS OVERVIEW

### LIST OF BLOCKS

The list of blocks panel is shown below.



A

Blocks can be added here, and a selected block can be deleted.

A block is an area within a screen that contains pages that are shown iteratively (round robin mode). Each display in a page/block is of equal size, and positions are fixed.

## BLOCK CONFIGURATION

The block configuration is shown below.

Selected block

ID	<input type="text" value="1"/>		<input type="button" value="Advanced"/>
Position	x <input type="text" value="240"/>	y <input type="text" value="0"/>	
Size	w <input type="text" value="960"/>	h <input type="text" value="540"/>	
# Displays	hor <input type="text" value="2"/>	vert <input type="text" value="2"/>	
Display Width	<input type="text" value="480"/>	<input checked="" type="checkbox"/> Auto	
Height	<input type="text" value="270"/>		
# Pages	<input type="text" value="1"/>	Interval (sec)	<input type="text" value="30"/>
<input checked="" type="checkbox"/> VU meters	<input checked="" type="checkbox"/> UMD		
<input type="checkbox"/> Audio only	<input checked="" type="checkbox"/> Alarm notification		

**ID:** Block ID

**Position x,y:** Defines the location of the upper left corner of this block.

**Size w, h:** Defines the size (width and height) of this block.

**# Displays hor./vert:** Number of displays horizontally and vertically

**Display Width/Height:** The width and height of each display in this block

**# Pages:** Number of pages in round robin mode.

**Round robin Interval:** The interval (in sec) in which round robin pages are shown.

**VU meters:** Indicates whether VU meters are shown or not.

**Audio only:** Video is hidden, radio service.

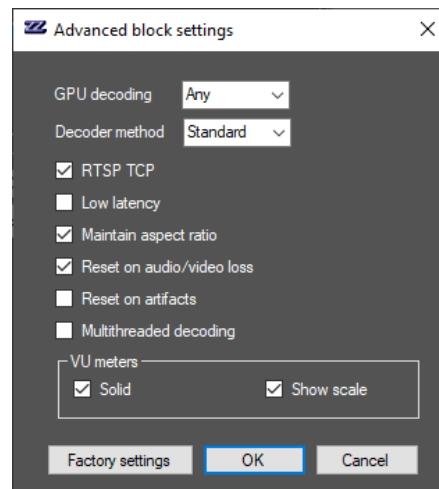
**UMD:** Defines whether the Under Monitor Display (with service name) is shown or not.

**Alarm notification:** Visual alarm notification in case of audio or video loss.

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## ADVANCED BLOCK SETTINGS

The form “Advanced block settings” shows the advanced parameters on block level.



**GPU decoding:** If the video card supports it, GPU based decoding can be used. The following options are available:

- *None*: No HW acceleration is used. Decoding is done in CPU.
- *DXVA2*: DXVA2 GPQ decoding method
- *Any*: Automatic selection of any supported HW accel method.

**Decoder method:** Standard or Smooth method. Picture quality setting.

*Note: Recommended to stay on "Standard" setting which is okay for the majority of the streams. Only in case of decoding or rendering issues, you can try the "Smooth" decoder setting.*

**RTSP TCP:** In case of RTSP input, this parameter defines the communication protocol. TCP communication is more reliable.

**Low latency:** Defines whether a display is shown in low latency mode, or needs buffering.

*Note: Recommended to use Low latency only in LAN environment. In case of internet connection disable low latency setting.*

**Maintain aspect ratio:** Defines whether the aspect ratio must be maintained, or the display is stretched to the display dimensions.

**Reset on audio/video loss:** If audio or video loss is detected, reset the tile.

**Reset on artifacts:** If the decoder encounters issues in the incoming stream, the tile will be reset.

**Multithreading decoding:** Use single or multithreading decoding algorithm.

*Note: Recommended to uncheck multithreaded decoding. Only in case of decoding or rendering issues, you can try this method.*

**Solid VU:** Shows VU meter in solid color.

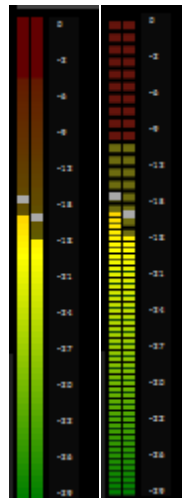


Figure 1: Solid versus non soli VU meters

**Show scale:** Shows VU meter scales.

**Smoothing / Blur:** Smoothing (or Blurring) of the image. On lower values (under 200), the image is smoothed, in order to solve anti-aliasing issues in case high quality image is scaled to low resolution tile. On higher values (above 200), the image shall be blurred, can be used as courtesy filter for adult content.

**NOTE: Smoothing/blurring is a CPU extensive algorithm and reduces the multiviewer performance (a lot). For performance reasons better to use sub streams.**

NOTE: Smoothing/blurring must be enabled using the configuration file. Ask Dualz Software or your local reseller.

## SERVICE MAPS

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### SERVICE MAPS

The service maps define multiple multiviewer layout sets. When a map is selected, the complete multiviewer setup can be set to another layout.

Service maps

Service map 0

Add

Remove

Rename

Mapping

Network SDI/HDMI Clocks Web UI NDI

ID	Name	ScreenID	Block	Page	Displa...
1	Demo 1				
2	Demo 2	1	1	1	2
3	Demo 3	1	1	1	3
4	Demo 4	1	1	1	4
5	Demo 1: ...	1	2	1	1
6	Demo 1: ...	1	2	1	2
7	Demo 2: ...	1	2	1	3
8	Demo 2: ...	1	2	1	4
9	Demo 4: ...	1	2	1	5
10	Demo 4: ...	1	2	1	6

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## LIST OF SERVICES

Within a service map, the services are mapped to display tiles. The list of services panel is shown below.

ID	Name	ScreenID	Block	Page	Display ID
1	Demo 1				
2	Demo 2	1	1	1	2
3	Demo 3	1	1	1	3
4	Demo 4	1	1	1	4
5	Demo 1: ...	1	2	1	1
6	Demo 1: ...	1	2	1	2
7	Demo 2: ...	1	2	1	3
8	Demo 2: ...	1	2	1	4
9	Demo 4: ...	1	2	1	5
10	Demo 4: ...	1	2	1	6

**ID:** Each service is provided with a unique ID.

**Name:** Name of the service

**ScreenID:** ID of the screen this service is mapped to

**Block:** ID of the block this service is mapped to

**Page:** ID of the page this service is mapped to

**DisplayID:** ID of the display this service is mapped to

A right click on a service, shows a popup menu.

**Add to penalty box / remove from penalty box:** in order to add or remove this service to the penalty box. If a service is added to the penalty box it is shown in **red**.

**Audio on/off:** Enables or disables the audio over speaker. If a service has audio enabled, it is shown in **green**. On the multiviewer tile (in multiviewer screen) an audio icon shall be visible.



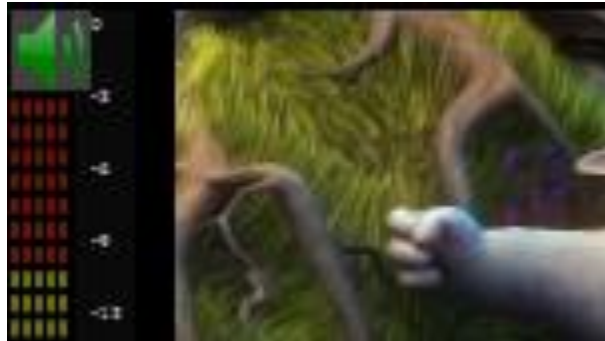
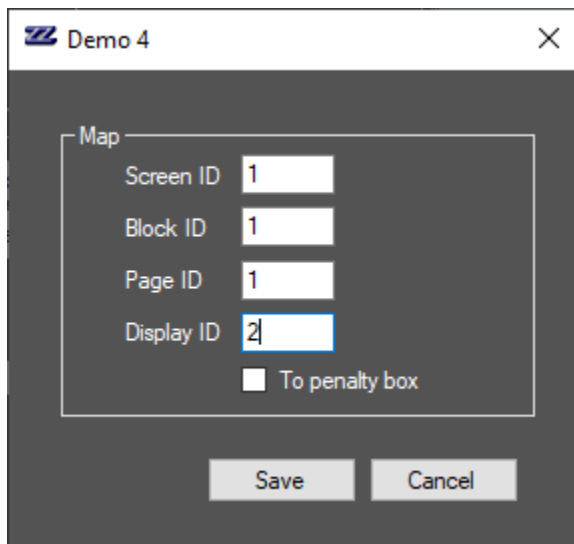


Figure 2: Audio icon

**Map:** Edit form to fill in mapping settings.



The settings in the service list (see above) can be entered here.

## MOSAIC LAYOUT VIEW

The mosaic layout view is shown below. The layout belongs to the selected screen.

Block 8	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Page 1
2M	3SAT	5 Star	Abu Dhabi	AJ Arabiiah	AJ Iraqiya	AJ Jazeera	AJ Sharjah				ARD Des	Bayerisches	BBC 1	BBC 2	
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1 page. IFrame only				OCTV News	Channel 4	Channel 4	Channel 4	Channel 4	Channel 5		Dubai TV		E4		Energy
Block 10	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Page 1
Five USA	HR			Islam		ITV 1	ITV 1	ITV 1			ITV 2		ITV 4	ITVbe	
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1 page. IFrame only				Kika	KTV 1						N24	NDR	N-TV	Oman TV	
Block 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Page 1
			PRO 7	Pro 7 Maxx	Qatar TV	RAI 2	RAI 3		RAI News	RAI Uno	RBB		Rosslife 24	RTL	RTL 2
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1 page. IFrame only			Sama Dubai	SAT 1	Sat 7 Plus	Saudi TV2	Sevens TV		Sky News	Sky News				Sudan TV	Suedwest-R
Block 12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Page 1
Super RTL			SWR	TA 3	TGCom 24	TRT Turk							TVB1	VOX	WDR
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1 page. IFrame only			ZDF Info	ZDF Neo											

The services mappings are shown in this layout view.

When the 'Page<ID>' label is clicked, the round robin pages can be iterated.

#### MOSAIC LAYOUT VIEW STARTUP PARAMETER

If a startup (command line) parameter, which needs to be an xml file name, is added to the editor application, this file is the document that will be worked on, and leading for the network configuration.

Multiple xml files can co-exist. This way a complete multiviewer network layout switch can be performed just by selecting another xml file, and pushing it to the multiviewer servers.

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